



## 2005 ARMED FORCES MEN'S RUGBY CHAMPIONSHIP

1. **COMPETITION RULES:** Current United States of America Rugby Football Union Rules (USA Rugby), as amended by the Armed Forces Sports Committee (AFSC).
2. **TOURNAMENT FORMAT:** Single round robin, followed by consolation and championship matches.
3. **DRAW:** As determined by AFSC (Game schedule in paragraph 7 is based on draw conducted at the 2004 Armed Forces Championship): USMC (1); USAF (2); USN (3); USCG (4); and USA (5).
4. **SCORING:** IAW current USA Rugby Rules.
5. **DURATION OF MATCHES AND TIE-BREAKER POLICY:**
  - a. **Round Robin Matches:** Played in 30-minute halves with a 10 minute halftime break.
  - b. **Tie Breaker following Round-Robin Play:** Head-to-head record of teams involved; points for and against all teams; total converted tries.
  - c. **Consolation and Championship Matches:** Played in 40-minute halves, with a 10 minute halftime break.
  - d. **Tie Breaker for Consolation and Championship Matches:** Play two 10 minute overtime periods, if not decided use head-to-head competition between teams. If still tied use points for and against all teams. If no decision use converted total converted tries. Last, use a coin toss to determine winner.
  - e. **Drawn Matches:** Drawn matches shall be declared a tie (except consolation and championship matches). Ten minute overtime periods shall be added to these matches until they are decided. A three-minute interval shall be scheduled between each extended period.
6. **FACILITY, EQUIPMENT AND PERSONNEL:** IAW current Rules. Balls must adhere to current USA Rugby Rules. All footwear (boots), including those with alloy safety studs, must be in compliance with current USA Rugby Rules.
7. **SCHEDULE OF EVENTS:**

Day One 0900-1700 Teams Arrive

Day Two	0800-0900	Team Photos	
	0900-0930	Opening Ceremony Rehearsal	
	1000-1600	Team Practice Sessions	
	1600-1700	Organizational Meeting	
	1730-1930	Informal Banquet/Ice-Breaker	
Day Three	0800-0830	Opening Ceremony	
	0900	Match 1	USMA vs. USAF
	1030	Match 2	USN vs. USCG
	1200	Match 3	USMC vs. USA
	1400	Match 4	USAF vs. USN
	1530	Match 5	USCG vs. USA
Day Four	0900	Match 6	USMC vs. USCG
	1030	Match 7	USAF vs. USA
	1200	Match 8	USN vs. USMC
	1400	Match 9	USAF vs. USCG
	1530	Match 10	USN vs. USA
Day Five	1100	Match 11	Consolation Match
	1300	Match 12	Championship Match
Awards Ceremony will immediately follow the final match			
Day Six	Teams Depart		

**8. TEAM STANDINGS:** Based on tournament win-loss record or tie breaker procedures.

**9. AWARDS:**

- a. Individual: Each member of the winning and runner-up teams (to include the team trainer and OIC) receive individual awards.
- b. Team: No team trophy is presented.
- c. All Stars: An “All Star” team is selected of the best 15 best players of the tournament. This team is announced prior to the announcement of the 12 players selected to advance to higher-level competition. The Host Project Officer will select and purchase a special “All Star” memento to present to each member of the “All Star” team.

**10. TEAM COMPOSITION - ARMED FORCES CHAMPIONSHIP:**

Roster not to exceed 29 individuals

25 Players

1 Coach

1 Asst Coach

1 Certified Athletic Trainer

1 OIC

Note: If a player is sent off, that player is gone for the remaining matches of the championship and the overall roster is reduced by one.

**11. TEAM COMPOSITION – CISM 7's:**

As follows or as dictated by host country invitation:

12 Players

1 Coach

1 Asst Coach

1 Certified Athletic Trainer

1 Certified Official

1 Team Captain

1 Chief of Mission

TOTAL: 19

Note: Coach Selection Policy – Higher Level Competition: The winning coach of the Armed Forces Championship shall be nominated as the head coach for higher level competition and shall have the opportunity to select an assistant coach. If the winning coach is not available for higher level competition, then the second place team coach will be designated the head coach and may select the assistant coach. All coach selections are subject to review by the Service Representatives at the Championship.